DIARY OF A MINECRAFT BOUNTY HUNTER

Mission 2: Dr. Boom

Diary of a Minecraft Bounty Hunter 2
Mission 1 – Dr. Boom
By Minecrafters and Wimpy Boy

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PREVIOUSLY:

Why hello there. Back for another round of bounty hunting?

I'll be honest, I can't really blame you. Who wouldn't want to get in on the high-stakes, adrenalin fueled action that follows bounty hunters like a bad odor? At any rate, welcome back to the fantastic adventures of Danger Dan!

COUGH!

Sigh. And of course, Charles Brilliant, my sidekick.

"That's partner to you. Though if anything, you would be my sidekick."

One of these days, I'll throw him off a building. Though not today. Right now, I'm busy dealing with a little bit of a situation. And as much as I hate to admit it, I could probably use his help.

"Probably?"

FINE, I DO NEED YOUR HELP!

"Was that so hard to sa- WAIT, NO!"

Sorry about that. Had to deal with that little pest. And yes, as much as I hate to admit it, I really do need his help. Of course, you probably know why. If you don't, things will probably be a little confusing.

This is why you're supposed to buy the first book in a series before you get the second. Now I have to spend five minutes of my life typing up a summary so you fools can catch up.

Ugh, fine.

Our wonderful story begins with an attack at Blockland theme park. Dr. Boom, one of the most feared Griefers on the planet, decided to attack the place. He blew up a bunch of rides and pretty

much despawned most people there.

The Admins of the server really didn't seem too bothered about it, meaning it was up to us, the bounty hunters, to track down Dr. Boom and bring him to justice by any means necessary.

Now, Dr. Boom isn't one for leaving clues at the crime scene. Fortunately, we actually managed to find something. Some gunpowder processed in Dr. Boom's lab. With some complicated sciencey stuff, we were able to track down the location of his lair.

Teaming up with our fellow bounty hunters (Luckless Larry, Valiant Victor, Huge Hugo and Magic Mance), we assaulted Dr. Boom's lair. However, imagine our surprise when we found the Admins had already beaten us there.

Dr. Boom wasn't anywhere to be seen, obviously scared off by the Admins. Of course, they told everyone that we were at fault and we took the whole blame.

That's how the Admins have always treated the bounty hunters. Not very fair if you ask us, but we don't exactly have a choice. They take all the glory and fortune and leave us with nothing.

Anyways, we decided we'd had enough of this. We infiltrated Admin HQ, trying to find out how they beat us to Dr. Boom's lair. After knocking them out with some infected cake, we soon discovered there was a double agent in the bounty hunters working for the Admins.

Charles and I began testing everyone, trying to find out who was the spy. After a lengthy process, we came to the conclusion that Valiant Victor was the spy…

But before we could do anything, Dr. Boom launched another attack, this time on the city itself. Charles and I raced to its defense, putting out the flames and trying to rescue as many people as we could…

But then Charles took an arrow to the back, immediately despawning. I engaged in a brief battle with the assailant, but I lost my sword and found myself at his mercy.

The traitor's mercy.

PROLOGUE

Of course he had to be wearing a mask.

Wasn't going to be that easy, was it? Oh no, he just had to be hiding his identity. Really? I mean come on. Why wear a mask anyway? I was going to despawn any second now, and he decided to hide his face.

Huh. It was almost as if some mysterious force wanted to keep his identity hidden until much later. Perhaps until the third book of the series.

Wait, third book? Sorry, I'm a little disorientated right now. Don't know what the heck made me say that.

"I'm waiting," the traitor replied, his arrow pointed directly at my face.

"Do I really have to say my last words?" I sighed, "How many times does the villain ask people to do that?"

"Not that many," my opponent shrugged, "it has only happened a few thousand times."

For whatever reason, I didn't feel like questioning his logic at this moment in time.

"Can you just get it over with?" I asked in my politest voice, "I'm carrying a sweet diamond pickaxe."

"I could kill you," the traitor nodded, stroking his 'beard', "but that would be too easy."

Of course it would. This guy was the ultimate action movie cliché. I swear I even saw him starring in the new 'Blockformers' movie.

"So what are you going to do?" I sighed, "Take over the world?"

"Of course not," the man shook his head, "that's way too much work. I think I'll just stick to taking over the server."

Not sure how that was any better, but I decided not to question the madman with a bow.

"Now then, I've got places to be and people to see. However, I'd really appreciate it if you didn't come after me and start causing trouble, because if you do…"

He took a moment to put away the arrow he was holding, pulling out one with a purple tip instead.

"I'll permanently despawn you…"

Wait, what?

He disappeared after that, retreating under the cover of smoke as the city was consumed by flames, leaving me with that scary piece of information.

What did he mean by permanently despawning?

DAY 1

By the son of Notch, that was a lot of work.

Surprisingly, trying to stop a city from burning is a pretty difficult. Still, the other bounty hunters and I managed to control the flames… eventually. Throwing down hundreds, if not thousands, buckets of water to douse the inferno.

By the way, no sign of the Admins whatsoever. I don't know what they were playing at, but it seemed as if they decided to leave the city to its fate. Right up until the end, where they showed up 'just in time' to douse the last few fires.

Guess who got all the credit?

Ah well, things could be worse I suppose. There could be a mysterious madman among my fellow bounty hunters, waiting for the right moment to strike and toss us in a lovely new home in the Nether.

Oh wait.

"Oh come on Dan, smile a little!"

Your presence doesn't bring me smiles, Charles. If anything, it makes me want to throw up.

"Ah, you're just saying that."

So help me, I will poke you with my pencil if you're not quiet.

"I'll be good."

Sigh. He hasn't been the same since he was despawned. He's too darned happy.

We have to plan our next move carefully. I was certain that Valiant Victor was the one leaking information to the Admins, but now I'm not so sure. I'll have to keep a careful eye on all of the bounty hunters and find a way to discover the traitor's identity, all whilst tracking down Dr. Boom and trying not to attract the attention of the Admins.

Hah. If anything, this isn't nearly as difficult as I'd like it to be. Where's the challenge?

DAY 2

Me and my big mouth.

Charles and I went out shopping for five minutes. When we got back to the house, we found it completely and utterly trashed. Some rooms were missing windows. Others were infested with sheep.

The kitchen was nowhere to be seen. We looked for it for half an hour before Charles spotted it floating above the house. Yes, the entire room was now hovering. Good thing there are now laws of physics in this game.

Of course, you and I know who's responsible for this. There's only one type of player who can cause so much destruction in such little time.

Admins.

But why? Surely they'd have no way of knowing we broke into Admin HQ? And even if they did, why trash the house? Surely there are much worse things they could do with those super annoying powers of theirs.

But then, how else could a player rearrange the rooms? It's a real conundrum, this one. A mystery that can only be solved by the server's greatest detective…

"Batmon?"

No Charles. Me.

"I'm fairly certain you're one of the worst detectives I've ever met."

Would you like me to throw you from the kitchen?

"I'll be quiet."

As you should. At any rate, a search of the house has revealed nothing so far. No fingerprints, no strands of hair and certainly no gunpowder. Whoever was here did a very good job of cleaning up after themselves.

"Or maybe you're just a -"

Ahem.

I pointed at the kitchen door, a fall from which would turn you into goo.

"Yeah, the person did a very good job of cleaning up after themselves."

Exactly, which makes this case unsolvable! Oh well. Too bad. I wonder if there's any leftover mushroom soup.

DAY 3

There are been two very important developments.

First of all, I met with the bounty hunters at the inn. All of them have had their houses ransacked.

“It’s a disaster,” Luckless Larry cried into his hands.

“I shall crush whoever did this!” Huge Hugo promised.

“This is a clear violation of the rules,” remarked Valiant Victor.

“They took my favourite trading cards,” Magic Mance sighed unhappily.

So, the bounty hunters had been visited by the thief. This furthers my suspicion that the Admins were behind this attack. How else could they strike at five houses in such a short period of time?

We talked with them for a few hours longer, with Charles and I trying to pick up on any new clues that might lead us to the traitor.

Whoever it was seemed to be picking up on our growing suspicion, and was doing a very good job of hiding their identity, so no luck there.

Secondly, I found a note outside my door when we returned home.

Dear bounty hunter,

I trust you’re well. I should hope so, after that disastrous fire which nearly burnt the city down. True I was responsible for that, but I wouldn’t want my new test subjects to get hurt. Not yet anyway.

To put it bluntly, the Admins are a bunch of idiots who only care about their popularity. I decided to save them. They could have saved the city in seconds, but decided not to. Instead, they left it to the bounty hunters. I must say I’m impressed you managed to save the city. Perhaps things will prove interesting after all.

So here’s what’s going to happen. In less than two weeks, I’ll be launching my next attack. One that will destroy the Admins forever. You can choose to help me or try to stop me, I don’t care which. Just know that if I succeed, the Admins will be powerless…

So my target? Why, it’s none other than the Tower of Notch, found in Blocktropolis.

Do whatever you wish with this information, bounty hunter. I know there’s a traitor among you, so I have only written this one note. Just know that I too am tired of the Admins, and want to see them put to an end forever.

I wish you the best of luck, whether you want to help me or stop me. With love,

Dr. Boom

Well, things have certainly gotten a lot more interesting.

DAY 4

The Tower of Notch.

For years, there have been rumors that Admins get their powers from there. Some say they have to recite an ancient spell written by Notch. Others claim it's a dance routine that lasts for eight and a half hours.

No one knows how it actually works. In fact, most believe The Tower of Notch is just some silly tourist attraction. I did too. At least, until I received the note.

Charles and I didn't speak much last night, instead trying to process this information. Could Dr. Boom really render the Admins powerless? If so, what did he plan on doing next? World (server) domination?

Still, I should stop thinking about what he's going to do, and what we're going to do.

"It's a strange situation," Charles noted, "as bounty hunters, we're supposed to stop people like Boom. And yet, we receive the worst kind of treatment, especially from the Admins. Some might wonder why we shouldn't go through with it."

Of course we knew why. It was wrong. People could get hurt or worse, especially innocents, and the attack would cause mindless damage to Blocktropolis. And as much as I hate to admit it (believe me when I say you have no idea how much this pains me), the Admins can (not very often, but sometimes) be helpful.

There are some enemies which are just too powerful for bounty hunters to take on. Take for example, The Hackers. They too possess the ability to modify the world itself, just like the Admins. It's very rare you see one of these guys, but you'll know about it when you do.

Of course, the only reason the Admins bother with them is because of the praise they get. The server will sing about them for weeks if they manage to take down a hacker. It's sickening.

And yet, they get the job done. Even if it's for the wrong reasons.

I'm going to sleep on it. I'll hopefully have an answer tomorrow.

DAY 5

I’ve made my decision.

“We’ve made OUR decision.”

Who said I was taking you?

“You’re welcome to do all the cooking yourself.”

I know how to cook!

“Guess you’ll never taste my super special secret omelets again then…”

…

We’ve made our decision. We’re heading for the Tower of Notch.

Why? To stop Dr. Boom of course. At the end of the day, he’s still a criminal and a griefer who needs to be brought to justice. One way or another, he has to pay. And I’ll be darned if Danger Dan-

“And Charles Brilliant.”

Sigh. I’ll be darned if Danger Dan AND Charles Brilliant aren’t the ones to bring him down. We’ll stop him, but we’re certainly not leaving any hints for the Admins. We’re also leaving the other bounty hunters here, seeing as we’re still not sure about the traitor.

“Just like old times, hey Dan?”

I suppose it is. Back when it was Charles and I against the world. Starring as ace detectives in our own TV show, we’d tackle a new criminal each we-

“That was a dream, Dan.”

Thanks for ruining the moment Charles.

“You’re welcome.”

Remind me why I keep that guy around.

“I’m Charles Brilliant! Why wouldn’t you keep my around?”

Because your head is so big it touches the ten-block high ceiling?

“Ouch, that was kind of hurtful.”

Suck it up, buttercup. We’ve got work to do.

DAY 6

The journey begins!

We first planned on leaving at sunrise via Minecart, but Charles ended up sleeping in. I spent a good hour or so trying to wake him with various techniques, from smacking his head with a spoon to dumping freezing cold water on him. Yet it was only when I dumped freezing cold water on him with a spoon that he awoke from his slumber.

As we had now missed the Minecart, our next possibility was to take a horse over to the Tower of Notch. I arranged for a driver to pick us up, but we ran into a little bit of trouble…

“What do you mean you can’t pay?”

Have you seen how expensive it is to take a kitchen out of the sky? Anyways, by that point is was midday and we were still no closer to getting to our destination. It was time for drastic measures…

So we snuck aboard one of the tourist zeppelins heading for the Tower of Notch.

Normally these things cost a bucketful of emeralds. Luckily, the guard was fairly understanding once I-

“Ahem.”

Sorry, we-

“You stood there and watched whilst I beat three guards up.”

Ugh, fine. The guards were fairly understanding once Charles knocked the lot of them out.

“Thank you.”

Zip it. Now, we both thought it would be smooth sailing from that point onwards. Unfortunately, we ran into some problems.

“Attention passengers. The engineers are reporting that one of the, well, engines, has blown up. Please brace for emergency landing.”

It really wasn’t our day. We ended up crashing thirty or so chunks from the city. It was at this point that Charles and I decided that all forms of transport were cursed, so we decided to walk.

Not our finest moment.

Turns out the Tower of Notch is right next to the ‘Forest of Dangerous and Deadly Beasts’. Certainly not the kind of place you’d like to visit on vacation.

So after fighting through wolves, alpha wolves, werewolves and other nasty creatures, we finally emerged from the forest, exhausted.

“I can barely move,” Charles complained, collapsing to the ground. I left him there, searching for the Tower of Notch. I didn’t spot it at first, though my eyes did rest on a sign. I figured that it would show us the way.

Tower of Notch: Five-hundred thousand blocks in the opposite direction.

Well crud.

DAY 7

At long last, we're here.

By Notch's beard, I feel like I'm going to throw up. Do you have any idea what we went through, just to get to this blasted city?

Sleeping late, surviving a zeppelin crash and hacking our way through the server's most dangerous forest, only to find we'd been going in the wrong direction. Meaning we had to go back through the server's most dangerous forest, walk all the way back to our home, hitch another zeppelin (which, surprise surprise, crashed) and limped through a forest that was somehow even more dangerous than the last one.

Good thing I found some alternate transport.

"You mean when I carried you because you had passed out?"

Hush Charles. At any rate, we've made it to Blockopolis, home of the Tower of Notch. A vast city of towering skyscrapers and McRonalds restaurants as far as the eye can see. They even had

giant TVs on every building.

"Hello, and welcome to Server News!"

Oh great, this guy.

"I'm Dan Block, coming to you live with a special report. We've just received word that a griefer attack was launched on Admin HQ!"

Wait, what? Dr. Boom said he was going after the Tower of Notch. Did he lie? Was I really stupid enough to fall for that?

On screen, images of Admin HQ were flashed up. It didn't look all that damaged. In fact, there was only a hole in the wall… the one I'd caused when we'd visited the place. If you recall, I removed a few diamond blocks for myself.

"Investigators are still trying to piece together what happened, but it appears that this was caused by none other than the bounty hunters."

Oh sweet Notch no.

"Admins have issued an arrest order for the notorious bounty hunters of the server. The criminals known as Valiant Victor, Huge Hugo and Luckless Larry have all been apprehended. Admins are currently on the lookout for these three suspects…"

Three images appeared on screen. The first was of Magical Mance and his crazy beard. The second was of Charles Brilliant, eyes half closed. The third was… well, come on, you can probably guess it was me.

WEEK 2

DAY 8

Well this is a fine situation we've gotten ourselves into, isn't it?

Thousands of blocks from home, forced into hiding by the most powerful people on the server. We've got no resources, few emeralds and no allies.

Well, I suppose we have one. Guess who we ran into?

I'll get to that in a second. For now, I should probably explain what happened after the report. Considering we were in a massive crowd of people, Charles and I threw on our hoods and made for the nearest alleyway. All around us, we could hear how people were planning on capturing us.

"Gosh, imagine what we could do with the reward money."

"Why imagine it? Let's find these rulebreakers and bring them to justice!"

"I'll go get my chainsaw!"

Oh sweet mother of Notch no.

We managed to find refuge at a small inn. The guy behind the counter didn't seem too interested in us, so we paid for a room for a week. More than enough time to find Dr. Boom and stop him before he launches his attack.

"You'll be sharing with someone I'm afraid," the innkeeper told us, not looking too bothered whether we cared or not, "be careful. He's a bit of an oddball."

Oh come on, how bad was it going to –

"Fancy seeing you chaps here," Magic Mance said, looking up from the cards on his bed.

Magic Mance. The only other bounty hunter that hadn't been captured. My first thought was that he was the traitor. Le Spy. My second thought shut the first one up immediately. He was one of the least suspicious when we questioned him. But then, why was he here?

"I was on a solo mission," he explained after I asked him, "Seeing as the business with Dr. Boom didn't work out, I decided to go after another target. Some rich guy who'd been stealing gold blocks from people in the city.

"How'd that work out?" Charles asked, taking a seat on the floor.

"Fairly well," Mance showed us his inventory, filled with gleaming metal, "I returned what had been stolen, but he had his own secret reserve of gold. Figured I'd help myself."

"Well, that gold's going to be a massive help," I noted.

"Get your own," Mance laughed, "I'm just kidding. I trust you guys have seen the news."

We nodded.

"Guess the Admins weren't too happy we broke into their home,"

Charles remarked, "still doesn't explain how they figured out it was us."

"I doubt they did," Magic Man shrugged, "they were probably looking for someone to blame and decided to pin it on us. It was only by luck they got the right people."

"And now they've captured the others," I continued the conversation, "how'd they pull it off?"

"I'm not too sure," Mance shook his head, "but what I do know is that Block News is lying. Not everyone has been kidnapped."

"Say what?"

“Valiant Victor escaped. He’s supposedly in hiding… but I don’t buy it. How’d a wimp like Valiant Victor make it out? Huge Hugo’s twice his size and could pummel anyone who came after him. Heck, Victor would say it’s against the rules to escape and stay in his cell.”

That was an excellent point. Did that mean Victor was the traitor? Had I been right the first time? Gosh I hope so, there’s no way I’m looking like an idiot.

“Too late for that.”

Silence Charles!

“So what’s our next move?” I asked my two companions.

“I was planning on heading to someplace far out,” Mance explained, “no reason to stick around in Blockopolis. Too many people here. We’d be caught eventually. You two are welcome to come along.”

I glanced at Charles, sharing a silent thought. Should we tell him about what Dr. Boom is planning? Or go with him and leave Blockopolis to its fate?

I sighed. I hated being the good guy sometimes.

“We can’t go Mance,” I shook my head, “we have to stay. The people here are in danger.”

“Say what?”

Charles and I began explaining to him. It took all night, but by the end of it, he was nodding his head thoughtfully.

“Alright, I’ll stick around,” he agreed, “but we need to keep a low profile. Do you know when he’s going to strike?”

“Sometime this week.”

“Then we’d better get ready.

DAY 9

Operation Stop Dr. Boom has begun!

Mance isn't great at coming up with names.

First things first, we had to prepare for the mission. We tasked Mance with purchasing all the supplies we'd need, considering he had all the gold.

"Alright, but you guys owe me for this," he warned as he left our room.

Meanwhile, Charles and I went to investigate the Tower of Notch. Keep in mind, this isn't someplace you can just waltz into. They have at least two guards. Two! And don't get me started about the building itself. Constructed from the finest stone known to man. We'd need at least three blocks of TNT to break down the wall.

But we have a much better plan than that.

We're going to ambush Dr. Boom on the night he attacks the tower, which I'm guessing will be the end of the week. Because in this story, all the big events happen on the last day of the week.

Ergh, sorry, there I am talking about a story again. This is all real, I assure you.

So the plan is to steal a key from one of the guards. Once we have that, we'll head to the tower the night before the attack. We'll wait for Dr. Boom's arrival and apprehend him in the act. Foolproof I tell you!

Of course, if this whole plan fails then Blockoplois is in big trouble. Not that it will fail. We've got the best bounty hunter in the world working for us.

"Oh thank you Dan, I really -"

Not you Mace. Me. Danger Dan. The finest bounty hunter in all of the land. There isn't anyone who can step up to this.

"Mance, get the duct tape."

Charles? Mance? What are you – NO, WAIT!

DAY 10

Ouch. Getting duct tape off your face REALLY hurts.

Mance brought us the supplies yesterday. Everything we asked for. Miniature explosives (his own special recipe), throwing knives, an extra roll of duct tape (because they used what we already had) and of course, some putty to copy the mold of a key.

They'll notice if we steal the key and don't return it, but if we make a copy ourselves then things should be okay. Once we have the copy, all we'll need to do is distract the guards and slip inside the Tower, where we'll wait for Dr. Boom and bring him to justice.

Maybe then we can clear our names and make the bounty hunters somewhat popular.

It's a risky plan of course. If someone spots or notices us, we'll be in massive trouble. We'll get hauled off to one of the prisons where we'll be left to rot. And even if we manage to avoid getting spotted, there's still the traitor to worry about…

Le Spy… is it really Victor? What about the others? Are they so innocent? What if there's no traitor at all? I never saw his face, and it might just be another scheme concocted by the Admins to drive us apart. At this point, I'm willing to believe anything.

I can't afford not to trust my allies now. I've hardly got any left. Only Charles and Mance are here to help me. I'll put my trust in them and hope they do the same for me.

We bounty hunters are few and far between. We have to stick together. No matter what.

DAY 11

Time to steal the key.

As we expected, the two same guards were on duty. It occurred to me that we'd never actually seen them leave. Did they spend their entire lives here, just guarding this one tower? Standing there for hours and hours, staring off into the distance, with nothing to distract them from their boredom except for thieves and mad doctors with a love for explosives…

Right, sorry, I'm rambling. On with the mission!

We dressed up Charles in a wig and dress.

"No you didn't, that was you."

What are you talking about? Don't be so silly. As if I'd ever do anything so humiliating. Come on, you know me better than that.

"It's true, I even took pictures."

DARN IT MANCE! Why?

"They're great to show at parties."

Ugh. Fine, I was the one who dressed up in a wig and dress to distract the guards. I approached them both, pretending to be a lost person in the city.

"Excuse me," I said, putting on a high-pitched voice, "could you please tell me how to get to Dimwit's Road?"

"But of course!" they both jumped forward, "now is that Dimwit's Road in the North or South of Blockopolis?"

"North," I replied, as Charles and Mance began sneaking up behind them.

"Ah, that's a tricky street to find," one of them noted.

"Agreed," nodded the other, "first, you'll wanna head to Loser's Corner."

"That's wrong," the first guard shook his head, "it's Moron's Avenue you be looking for."

As the two bickered back and forth, my two companions began rummaging through their pockets, searching for the key. I began tapping my foot impatiently, as the pickpocketing took much longer than you'd expect.

"Hurry up," I whispered under my breath, as Charles finally found the key. He quickly pressed into the putty Mance had purchased, before returning the key to its proper place.

"Oh thank you very much gentlemen," I waved my hand and interrupted their bickering, "you've been a fine help but I really must be off. See you later!"

I fled as fast as I could in heels, racing back to the room as fast as I could. Mance and Charles were struggling not to laugh as they saw me.

"Very funny," I sighed, pulling off the wig, "did you get the key imprint?"

"Sure did," Charles nodded, showing the putty, now with a key imprint.

I sure hope this was worth it, because if we don't stop Boom then I might just die of embarrassment.

DAY 12

It’s finished.

Mance bought some more supplies from the blacksmiths, before hiring an anvil to use. We kept our hoods up and masks on to avoid anyone trying to collect the reward money on us.

I have to hand it to Magic Man, he knows what he’s doing. He smelted the iron in just the right way, hammered it in all the correct places and soon, had filled the putty with boiling metal, forming the correct shape of the key.

“Looks good,” I nodded, but Mance frowned.

“We’ll soon find out,” he noted, giving the metal a few minutes to solidify. Once it had, he removed it with a pair of tongs and dunked it into a cauldron of water. Steam filled the room.

The key itself was red hot, but seemed to be perfect for the task at hand.

“Nice work,” I patted Mance on the back, as Charles gave him a high-five, “still we have to test it.”

We shared a nervous laugh, knowing how much trouble we’d be in if this failed. Mance offered to clean everything up, as Charles and I made sure we had everything ready for tomorrow night.

“Do you really think we can stop him?” Charles asked me. It wasn’t normal for him to doubt himself.

“I don’t know,” I shook my head, “but we’ll sure as heck try.”

DAY 13

Time to move out.

We snuck out under the cover of darkness, because breaking into the Tower of Notch during the daytime is really, really stupid. You'd have to be an absolute moron to consider it.

"This reminds me of the time Luckless Larry tried to break into the Tower of Notch during the daytime," Magic Mance was telling us.

Ah, that explains it.

We snuck up to the tower's entrance. A couple of guards were lurking by the entrance, mainly uninterested with their surroundings. Thoroughly bored. Just how we wanted them.

As soon as I gave the signal, Charles threw one of the miniature explosives about ten blocks away from the tower. It went off, startling the guards.

"What was that?" one asked the other.

"Maybe it was a monster," the stupid reply came.

"Maybe it drops EXP!"

That's all the two needed to go looking for the imaginary beast. We used the opportunity to sneak up to the door. I crossed my fingers as we inserted the new key, praying to Notch it would work.

Thankfully, it did, and the doors swung open.

"In hindsight, we probably could have knocked out the guards and come tonight," Mance noted.

I resisted the urge to facepalm as hard as I could. Oh well. Too late to back out now. We proceeded into the tower, barely taking a moment to admire the breathtaking statues around us. Notch, Jeb and Dinnerbone, the creators of this world, all represented by gold statues.

"Beautiful," Charles wiped a tear from his eye, "I'm resisting the urge to steal them."

"Good luck fitting them in your inventory," I grinned, "now come on. We have to get in position."

The other two nodded, and we began setting up. We positioned ourselves behind the statues, got our weapons ready…

And waited.

DAY 14

“INCOMING!”

I’d dozed off as some point, so that warning was very much appreciated. I dived to the left, as a ball of purple fire sailed over my head and tore a massive chunk out of the wall behind me.

“HOLD YOUR FIRE OR I’LL DETONATE THIS BABY!”

“Is that thing armed?”

“Duh. Why else would I say ‘hold your fire or I’ll detonate this baby’?”

“Fair enough. Hold your fire guys.”

I rose to my feet, my head pounding. Charles was stood at my side, his sword drawn. I couldn’t see Mance anywhere. To my left, four of the Admins were floating in the air, ready to fire off their magic. To my right was only what I could presume to be Dr. Boom, dressed in a mad scientist garb and holding a detonator.

“How’d he make it inside?” I asked Charles.

“We all fell asleep,” he muttered with some reluctance, “Mance and I woke up when we heard this banging noise. He went to check it out but I haven’t seen him since.”

Darn it. This wasn’t good.

“You there, bounty hunters,” the Head Admin wagged a finger at us, “in league with Dr. Boom I see.”

“We came here to stop him you moron!” I hissed, “Seeing as you lot have been sitting on your rear ends.”

“We’ve been tracking him!” another Admin defended themselves,

“We weren’t going to strike until the time was right.”

“If by tracking, you mean ‘following me twenty blocks away and hiding behind a tree half your size when I turn to look at you’, then you did a very good job,” Dr. Boom laughed, “but enough of this. Time we settle this once and for all.”

Dr. Boom waved the trigger he was holding.

“One move and I’ll destroy the Tower of Notch, along with my powers, unless you listen to my demands.”

“Like we’ll obey you,” a third Admin challenged, preparing his magic, “how about you surrender?”

“Hmm, let me think about that,” Dr. Boom pretended to ponder for a minute, “NEVER!”

“Dan, what do we do?” Charles asked, sword at the ready.

The Admins charged their spells, prepared to incinerate the three of us in a single instant. Dr. Boom had his finger on the trigger, ready to blow the place sky-high.

And above us, the traitor watched from the balcony. I can’t believe it took me this long to spot him. He made no move to stop us. In fact, he seemed to be enjoying it.

I reached for my throwing knife, slid it into my hand and sighted my target…

The knife flew forth.

NEXT TIME:

IT ALL ENDS HERE!

Danger Dan and Charles Brilliant might have escaped their foes for the moment, but their situation is at its most dire.

Dr. Boom and the Admins are ready for all-out war, with Blockopolis serving as the battleground. With the other bounty hunters in captivity, can Dan and Charles hope to save the city before it's too late?

But as the battle begins, the traitor lurks in the shadow with a plan of his own. How will Dan and Charles beat Dr. Boom, the Admins and Le Spy? Maybe they won't…

Make sure you pick up your copy of 'Diary of a Minecraft Bounty Hunter 3', which brings this mission to an explosive end…